

Jürgen P. K. Grunau

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5^{ER} FINDEN

A tricky shape search
for 1 to 4 players,
ages 7 and up.

HABA®

In 5^{ER} FINDEN, every round 5 dice are rolled for players to try and combine into *FIVES* on their boards. But it's not that simple – there is limited space and each shape can only be found once. Don't take too long looking for your shape, though, another player might signal the end of the round at any time!

Who can keep their cool and become master of the shapes? Is it you?

CONTENTS AND SETUP

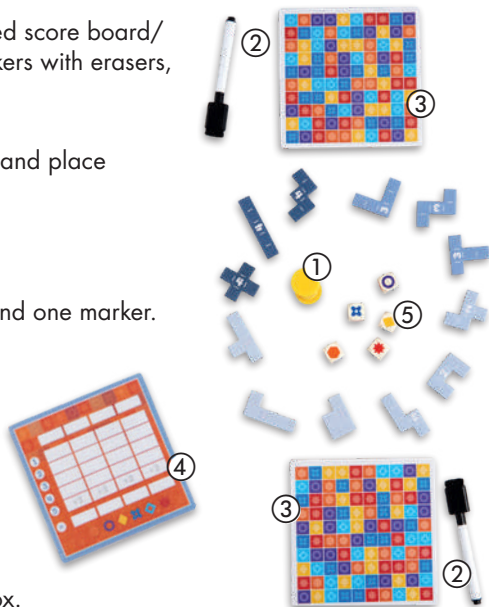
4 double-sided game boards, 1 double-sided score board/
puzzle board, 12 *FIVES* tiles, 5 dice, 4 markers with erasers,
1 timer

- 1 Place the timer in the center of the table and place the *FIVES* tiles in a circle around it.

Hint: Sort the tiles by their point values from 1 to 4.

- 2 Each player receives one game board and one marker.
- 3 Place the game board in front of you with the white-edged side facing up.
- 4 Take the score board, write each player's initials in a box in the first row, and place it aside.
- 5 Keep the dice handy.

Put any extra game materials back in the box.



Game setup for 2 players

When you're familiar with the game, you can use either side of the game board.

- ◆ White edged side is different for each game board. Perfect for a lighthearted game with a little bit of luck.
- ◆ Gray edged side is identical for all game boards. Perfect for a challenge on a level playing field.

HOW TO PLAY

The game is played over 5 rounds. Everyone plays at the same time.

Round Phases

1. Roll the Dice
2. Finding *FIVES*
3. Scoring

1. Roll the Dice

One of the players rolls the 5 dice in the center of the table so that everyone can see them. The symbols determine the shapes used in this round.

Exception: If the dice show 3 or more of the same symbol, repeat the roll until a maximum of 2 of the same symbol are shown.

Example:



Roll again!



OK!

2. Finding FIVES

All players look for *FIVES* on their boards at the same time and outline them with their markers.

What is a FIVE?

A *FIVE* consists of 5 squares that match all the symbols rolled on the dice. All of the squares must be connected either horizontally or vertically. The 12 *FIVE* tiles in the center of the table show all possible *FIVE* shapes. The *FIVE* tiles also show the number of points each shape is worth at the end of the round.

The following FIVE rules apply to all players

- I. You may use **each FIVE shape only once**.
- II. You may outline a **maximum of five FIVES**.
- III. You may rotate or mirror a *FIVE* shape.
- IV. Your **FIVES must not overlap**.
- V. Only **completely outlined FIVES** will be scored.
- VI. You may use the eraser to make corrections.
- VII. While searching, you may not take the *FIVE* tiles from the center of the table.

Important: The normal and mirror image of a *FIVE* count as the same shape. This means you're not allowed to outline both!

Signaling the end of the round

You can signal the end of the round at any time by taking the timer, turning it over, and placing it in front of your game board. You may not make any more changes to your game board once you do this. All the other players may continue to find and outline *FIVES*. As soon as the timer has finished, you call "Stop!" All players immediately put down their markers and scoring the round begins.

3. Scoring

Record the points earned for each player this round in the next row of the score board.

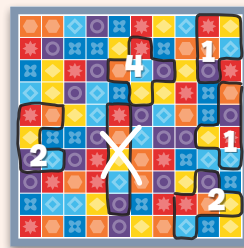
- ◆ For each **valid FIVE** (maximum 5), you receive the **points printed on** the appropriate *FIVE* tile.
- ◆ If you outlined more than five *FIVES*, only the lowest valued shapes that are valid are scored.
- ◆ If you were the one that **turned over the timer**, you receive one **bonus point**.

Tip: For checking purposes, count the points for each player by taking the *FIVE* tiles from the center of the table and placing them on the player's game board. Also check that all of the *FIVE* rules were observed!

Once all the points have been recorded, erase everyone's game boards and start the next round.

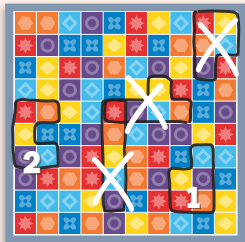
Example of scoring:

The dice result is:



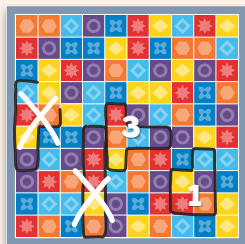
At the end of the round, the game boards of Sara, Peter, and Anna look like this:

Sara outlined one FIVE too many.
Her highest scoring FIVE is disqualified.
This means that she receives $1 + 4 + 2 + 1 + 2 = 10$ points.



1

Peter outlined two overlapping FIVES. Unfortunately this means that both are invalid. He also outlined one FIVE shape twice, so only one of them can be scored. One other FIVE is valid. Peter was the one to turn over the timer, so he also receives one bonus point. This means that he receives $1 + 2 + 1 = 4$ points.



One of Anna's FIVES is invalid as it doesn't match the shapes on the dice. Unfortunately she didn't finish outlining another of her FIVES before Peter called out "Stop!" The other FIVES are valid, and Anna receives $3 + 1 = 4$ points.

The 5th round

In the 5th round, **all valid FIVES are worth twice** as many points. **Turning over the timer still only counts for one bonus point.**

END OF THE GAME

The game ends after the 5th round.

Total everyone's points to determine their final scores.

The player with the most points wins the game. In the event of a tie, the player with the highest score in rounds 1 to 4 wins. If there is still a tie, the tied players share the victory.

PUZZLE VERSION

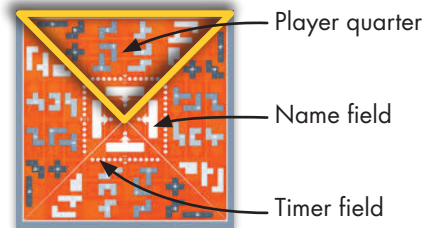
Once you're familiar with the basic game, you can also try this puzzle version. The difference in this version is that in **each round you only outline one FIVE, don't erase your game board** at the end of each round, and **outline each FIVE shape only once during the entire game.**

Note the following rule changes:

SETUP

- ◆ Place the puzzle board in the center of the table.
- ◆ One quarter of the board belongs to each player. Write your initials in the name field of your quarter.
- ◆ Since you can now see all the possible FIVES on the puzzle board, the FIVE tiles can be placed back in the box.

puzzle board



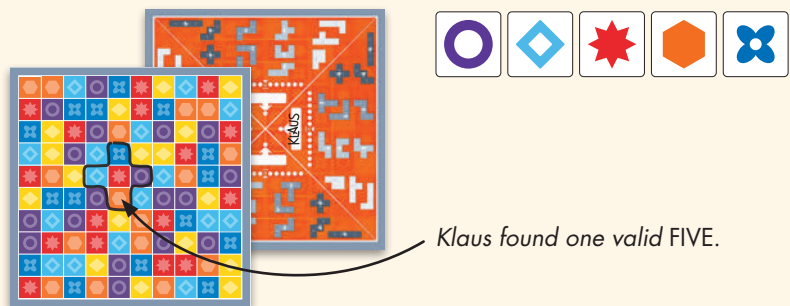
ROUND RULES CHANGES

- ◆ A **maximum of 12 rounds** are played.
- ◆ In each round, only one *available FIVE* may be outlined.
- ◆ An *available FIVE* is a FIVE on the puzzle plan that is not crossed out or circled.
- ◆ Changes can only be made to FIVES drawn in the current round.

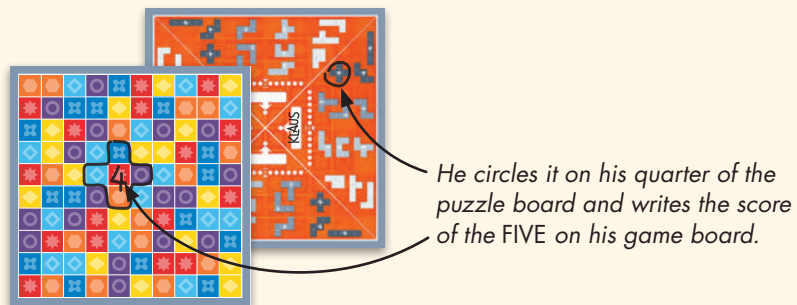
End of the Round

If you found one valid **FIVE** before the timer ran out, circle the corresponding **FIVE** in your quarter of the puzzle board. Write the corresponding score in the **FIVE** on your game board.

Example:



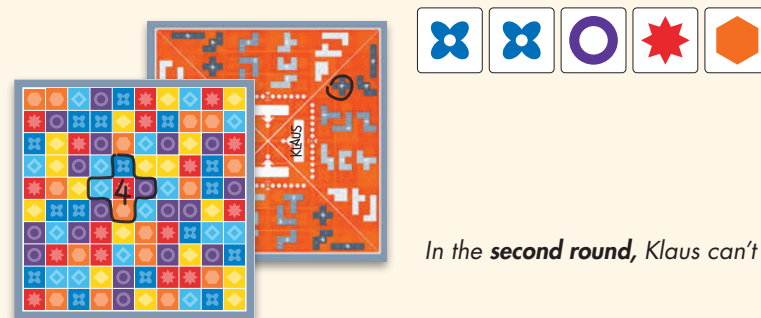
Klaus found one valid FIVE.



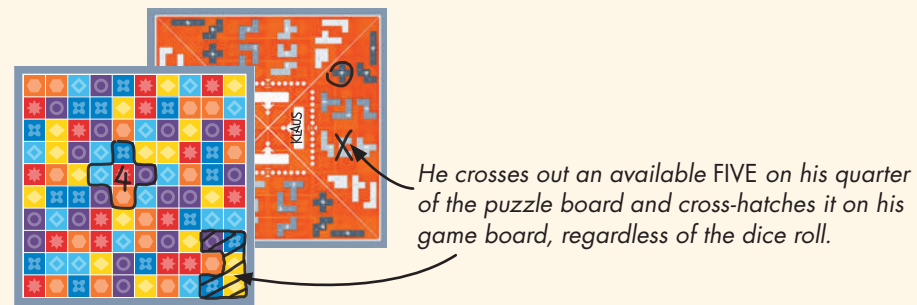
He circles it on his quarter of the puzzle board and writes the score of the FIVE on his game board.

If by the time the timer has run out, you have **not** found a valid **FIVE**, you must cross out an available **FIVE** of your choice in your quarter of the puzzle board. In addition to this, you must also outline and cross-hatch this **FIVE** on your game board. Ignore the rolled symbols.

Example:



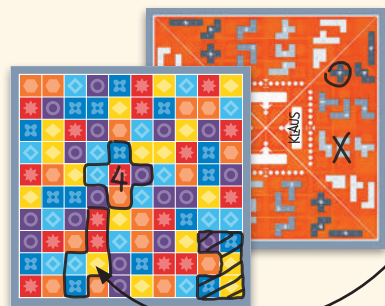
In the **second round**, Klaus can't find a FIVE.



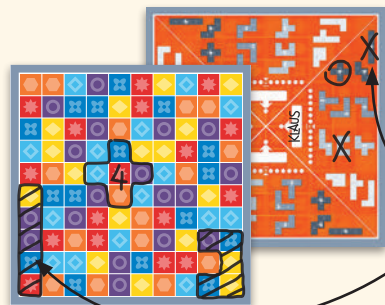
He crosses out an available FIVE on his quarter of the puzzle board and cross-hatches it on his game board, regardless of the dice roll.

If you have only found an **invalid FIVE** by the time the timer runs out, wipe this off again. Then you have to cross out an *available FIVE* of your choice in your quarter of the puzzle board. In addition, you must outline and cross-out this *FIVE* on your game board. Ignore the rolled symbols.

Example:



In the **third round**, Klaus outlines a FIVE, but unfortunately it's invalid because the fields don't match the rolled symbols.



He wipes the invalid FIVE off and crosses out an available FIVE of his choice on his quarter of the puzzle board. Then he also cross-hatches it on his game board, ignoring the dice roll.

If you turned over the timer, put a mark in the timer field in your quarter of the puzzle board.



Important: The game boards are not wiped off at the end of the round!

This means that you have less and less space on your game board as the game progresses and also less choice of *FIVES*.

END OF GAME AND SCORING

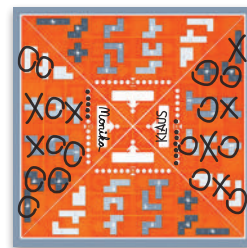
The game ends after a maximum of 12 rounds, or as soon as no player finds a valid *FIVE* during a round.

Now it's time to count your points.

- ◆ Each *FIVE* outlined in your quarter counts according to its printed point values.
- ◆ Each mark in the timer field in your quarter counts for one point.

The player with the most points wins the game.

In the event of a tie, the player with the most circled *FIVES* wins. If there is still a tie, the tied players share the victory.



Example of scoring at the end of the game after the 11th round:

Klaus has a total of $1 + 1 + 2 + 2 + 3 + 4 + 4 + 7 = 24$ points.

Monika has a total of $1 + 1 + 2 + 3 + 3 + 4 + 4 + 4 + 5 = 27$ points.

SOLO VERSION

In the solo version, you play according to the rules of the puzzle version but without a timer. Continue with a new round even if you can't find a FIVE and always play 12 rounds total.

Try to improve on your highest score or compare it with your friends' scores!

Game Designer: Jürgen P. K. Grunau
Illustrator: Oliver Freudenreich
Editor: Markus Singer

 **WARNING:**
CHOKING HAZARD -
Small parts. Not for children
under 3 years.

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